

BARAD-DUR

This is BARAD-DUR, The N3F Diplomacy Game Magazine, run out of the Games Bureau of the National Fantasy Fan Federation. Diplomacy chief for the Bureau is Jack L. Chalker. BARAD-DUR appears in the spring and fall of every game year. It contains information for all Bureau Diplomacy games. BARAD-DUR is available to non-players at the rate of 10 issues for \$1.00.

TAKE THE "A" TRAIN DEPARTMENT

There are two postal Diplomacy games now being started. A third may develop, depending on response.

The two games are known as GB-1965-A, and GB-1965-B. Future games would be "C," "D," etc. Players in one game will receive information on all games. This means that there might be some confusion, so as a precaution a big Gothic letter will say "A" before 1965-A information, and "B" before 1965-B information, "A" always comes first. The two will be in different typefaces, and possibly on different colored paper tho that's not a promise.

YOU HAVE APPLIED TO THE GAMES BUREAU TO PLAY POSTAL DIPLOMACY. BY CHANCE YOU WERE ASSIGNED EITHER TO THE "A" OR "B" GAME (SEE ROSTER). BY LOT CHOSEN BY NON-PLAYERS, YOU WERE ASSIGNED A COUNTRY. NO SWAP OF COUNTRIES IS ALLOWED. PLAYING WHAT YOU GET IS PART OF THE GAME.

IF YOU DO NOT WISH TO PLAY IN POSTAL DIPLOMACY, PLEASE WRITE THE UMPIRE OF YOUR GAME AND SO STATE, AND DO SO WITHIN 24 HOURS OF RECEIVING THIS. THIS IS SO WE CAN REPLACE YOU WITHOUT DELAY TO THE GAME. IF YOU FAIL TO SEND QUICK NOTIFICATION, YOU WILL BE BARRED FROM FUTURE DIPLOMACY GAMES RUN BY THE BUREAU.

BARAD-DUR WILL APPEAR PROMPTLY AFTER THE SPRING AND FALL DEADLINES OF EVERY GAME YEAR. BUILD AND RETREAT ORDERS WILL BE SENT BY POSTCARD. ALL DATES ARE POSTMARK DATES.

PROPAGANDA SHOULD BE SENT TO YOUR UMPIRE.

THE DIPLOMACY PERIOD FOR BOTH GAMES BEGINS NOW.

GROUND RULES FOR GAMES DIFFER WITH EACH UMPIRE. IT IS YOUR RESPONSABILITY TO CHECK ALL RULES, AND, IF PLAYING IN BOTH GAMES, TO BE CERTAIN THAT YOU KNOW OF THE DIFFERENCES IN RULES, IF ANY.

COPIES OF THE RULES FOR DIPLOMACY MAY BE OBTAINED FROM:
Games Research Inc., 48 Wareham Street, Boston, Mass. 02118
OR John Boardman, 592 Sixteenth Street, Brooklyn, N.Y. 11218



As of July 29, the Game List for the Games Bureau GB-1965-A is:

AUSTRIA-HUNGARY.....Alan Huff, 7603 Wells Blvd.,
Adelphi, Maryland
ENGLAND,.....Lon Atkins, PO.Box 228
Chapel Hill, North Carolina
27514
FRANCE.....Charles Reinsel, 120 Eighth Avenue
Clarion, Penna. 16214
GERMANY.....Stephen Barr, P.O. Box 305
Nacona, Texas
ITALY.....Jerald Jacks, 4203 Labyrinth Road
Baltimore, Md. 21215
RUSSIA.....Donald M. Miller, 12315 Judson Road
Wheaton, Maryland 20906
TURKEY.....Jack L. Chalker, 5111 Liberty Heights Ave.
Baltimore, Maryland 21207

YOUR GAMESMASTER FOR THE "A" GAME IS:

RONALD W. BOUNDS
803 Park Avenue
Baltimore, Maryland 21201

On dealing with 1965A, I will adhere to all the rules as published by Games Research, and the following clarifications as well:

1. A precedent set during the game will be followed throughout the game.
2. If a player resigns, another person may take over that country, provided the substitution is approved by the remaining players. If no replacement is to be found, the Gamesmaster will consider civil government as collapsed and the units of that country will stand unsupported except by another player.
3. No conditional moves whatsoever will be accepted; that is, moves which say "if such happens, do this; otherwise, do this."
4. No joint moves will be accepted.
5. Spring and Fall moves must be submitted in sealed envelopes. The orders must be carefully and fully written out to avoid any possible misconception of intent. Any move that is clearly impossible will be disqualified, but a move which, even if badly written, can have only one meaning will be carried out of necessity by the Gamesmaster.
6. No retreats, moves, or build orders will be made by the Gamesmaster for any player, no matter what the circumstances. Unless orders are received for a unit, it will stand.
7. If two or more units are ordered to retreat to the same location, the Gamesmaster will remove them from the board. If a unit is obliged to retreat, and no retreat order is received, the unit is eliminated.
8. A unit attempting to move may be supported only to where it is going; it cannot attack and simultaneously be supported in the square it is in at the start of the move.

9. At no time will two units be allowed to exchange positions.
 10. The decisions of the Gamesmaster is final.

Following mail order Diplomacy procedures, the entrance fee for the 1965-A game is payable in one of two fashions:

(1) - \$4.00 to be paid before the spring of 1901. This is the total fee. No additional charges will be made.

(2) - A payment of \$0.75 on or before the spring move of each game year, until a total of \$6.00 has been paid. The fee is then considered paid in full.

If you choose the time payment plan, fees must accompany the move or the player will be dropped.

THE DEADLINE FOR THE SPRING, 1901 MOVE ORDERS FOR 1965-A IS FRIDAY, AUGUST 20, 1965. THIS IS THE POSTMARK DEADLINE, WHICH MEANS THAT MOVES MUST BE POSTMARKED BEFORE MIDNIGHT, AUGUST 20 TO BE ACCEPTED.

IF THERE ARE ANY OTHER QUESTIONS CONCERNING RULES, PROCEDURE, ETC., PLEASE WRITE THE GAMESMASTER.

If anyone wishes Diplomacy maps, they can be obtained also from Games Research, or I could mail you one, if you send sufficient postage, and a self-addressed envelope, and cash - 2 maps, 5¢, cost of the maps.

Source for conventions here stated: WILD 'N WOOLY.

---rwb

 GB-1965-B:



Conditional players as of July 29:

ITALY.....	Banks Mebane, 6901 Strathmore St., Chevy Chase, Maryland, 20015
GERMANY.....	Charles Reinsel, 120 - 8th Ave., Clarion, Penna. 16214
TURKEY.....	Donald L. Miller, 12315 Judson Rd., Wheaton, Md. 20906
FRANCE.....	Alan Huff, 7603 Wells Blvd., Adelphi, Md.
ENGLAND.....	Ron W. Bounds, 803 Park Ave., Baltimore, Md. 21201
RUSSIA.....	Joel Sattel, 3905 Bancroft Road, Balto., Md. 21215
AUSTRIA.....	Frank E. Clark, 5506 Fiske Place, Alexandria, Va.

GAMESMASTER FOR THE "B" GAME IS:

JACK L. CHALKER
5111 LIBERTY HEIGHTS AVENUE
BALTIMORE, MARYLAND 21207

Play is strictly by the book as published by Games Research. My clarifications are identical with Bounds for 1965-A, which see, with just a few further clarifications. We do differ in the matter of civil government and resignations. The ground rules:

ALL ORDERS MUST BE EXPLICIT. If it says fleet and an army's* there, the move stands. If it says "Build Fleet St. Petersburg" and doesn't say which coast, no build is allowed. No abbreviations beyond F for Fleet, A for army, etc. Don't abbreviate regional names. Don't use BBC for Engla~~nd~~ Channel or suchlike. They're cute but accomplish no end.

A UNIT ATTACKING ANOTHER SPACE CAN NOT BE SUPPORTED IN THE SPACE FROM WHICH HE IS ATTACKING.

FAILURE TO SUBMIT A MOVE BY POSTMARK DEADLINE WILL RESULT IN ALL UNITS STANDING UNSUPPORTED except by another player.

BUILD AND RETREAT ORDERS ARE CONSIDERED MOVES. Retreats for the Spring are classed SUMMER. Build and Retreats for Fall are classed WINTER. SPRING AND FALL MOVES MUST BE SUBMITTED IN SEALED ENVELOPES. Build and retreats may be submitted by postcard if so desired.

WHENEVER A RETREAT IS NOT POSSIBLE THE PIZ~~Z~~ IS ELIMINATED. WHENEVER A BUILD IS IMPOSSIBLE THE BUILD IS NOT PERMITTED.

BUILDS AND RETREATS MUST BE SUBMITTED EVEN IF OBVIOUS.

THERE ARE NO CONDITIONAL MOVES.

NO UNITS WILL BE ALLOWED TO EXCHANGE POSITION.

Civil government collapses by decree of the Gamesmaster. This occurs only when it is absolutely clear that the play of a country will not affect the course of the game, or by resignation. Every attempt will be made to fill resignations of hopeful powers with new blood if at all possible, from the games waiting-list. All players would be notified immediately by postcard.

The Umpire must always be told the truth, and must always tell the truth. The umpire is bound not to reveal alliances or strategy to another player, however. He may answer only specific points of law, including "What if..."

Spring and fall moves MUST be submitted in sealed envelopes. The proper order includes SEASON, COUNTRY, and CLEAR ORDERS FOR ALL PIECES. Forgetting the season once in a while is excusable if not a habit. Forgetting the name of the country or writing unclear orders is high treason.

REMEMBER TO SEND YOUR ZIP CODE, EVEN IF AN ANTI-NUMERALIST! After January 1 the U.S. Post Office gets fussy. Subscribers MUST include Zip Codes, as their copies are sent 3rd class. and the USPO will not take non-Zip 3rd class after January 1.

All players receive BARAD-DUR and all other moves by first class.

PROPAGANDA SHOULD BE SENT TO YOUR GAMESMASTER!!! It will be published in the next issue after receipt.

Dues: \$4.00 game or 75¢ per game year to a total of \$6.00. Same as "A". DUES ARE PAYABLE ON OR BEFORE YOUR SPRING, 1901 MOVE, WHICH IS DUE IN THAT SEALED ENVELOPE WITH A POSTMARK ON OR BEFORE AUGUST 30!!!

DIPLOMACY STARTS NOW.

--jlc